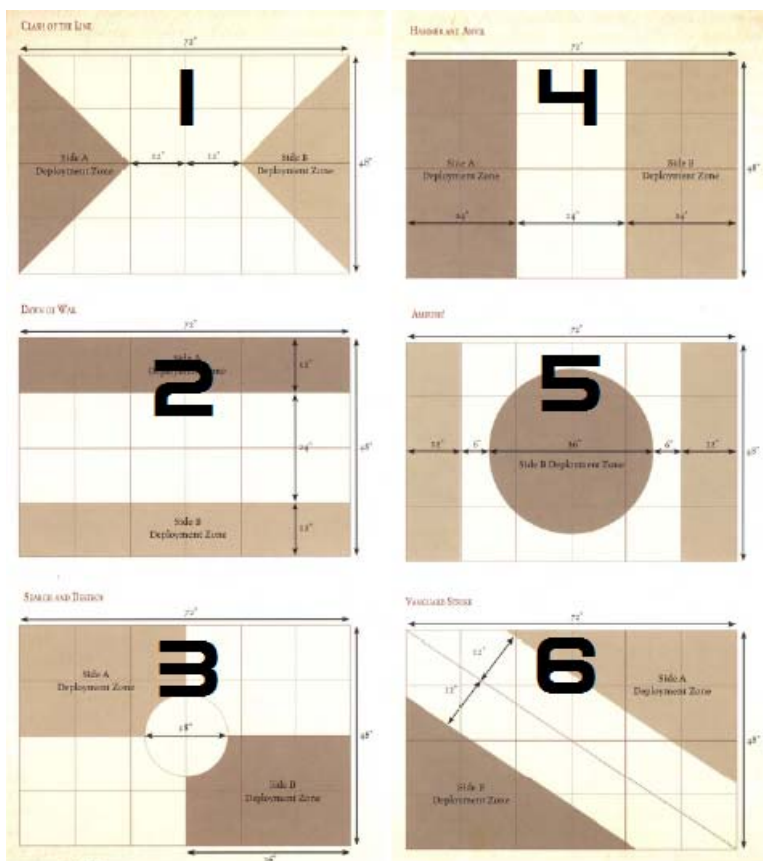


THE BATTLE FOR RS-137

Shadow Wars Mission pack

1	HUNTER/HUNTED
2	BAD BLOOD
3	DENIAL
4	SUICIDE MISSION
5	CHALLENGE
6	THE NOOSE

Deployment:



Shadow War Roll:

The Shadow War Roll-off

Age of Darkness Shadow War missions represent clashes between bitterly opposed enemies hunting one another through the war-torn reaches of the galaxy. Each side is seeking to gain sufficient tactical advantage to 'get the drop' on their enemy and launch a decisive strike against them. To represent the unseen hunt that precedes the actual battle and to ensure it has an effect on the mission itself, Age of Darkness Shadow War missions make use of a special rule called the 'Shadow War roll-off'. This roll determines which of the two sides has the immediate tactical advantage in the mission, determined as follows.

In order to make the Shadow War roll-off, both players roll 2D6, modified in the following manner. The effect of the roll-off varies by mission, but typically the player who wins the roll-off may decide whether to be the Attacker or the Defender in the coming battle.

Vigilator Consul in army +1
 One or more Legion Recon Squad in army..... +1
 One or more Super-heavy vehicle in army..... -2

Warlord has:

Legiones Astartes (Dark Angels) -
 Legiones Astartes (Emperor's Children)..... -
 Legiones Astartes (Iron Warriors)..... -1
 Legiones Astartes (White Scars)..... +1
 Legiones Astartes (Space Wolves)..... +1
 Legiones Astartes (Imperial Fists)..... -
 Legiones Astartes (Night Lords)..... +1
 Legiones Astartes (Blood Angels)..... -
 Legiones Astartes (Iron Hands)..... -
 Legiones Astartes (World Eaters)..... -1
 Legiones Astartes (Ultramarines)..... -
 Legiones Astartes (Death Guard)..... -
 Legiones Astartes (Thousand Sons)..... -
 Legiones Astartes (Sons of Horus)..... -
 Legiones Astartes (Word Bearers)..... -
 Legiones Astartes (Salamanders)..... -
 Legiones Astartes (Raven Guard)..... +2
 Legiones Astartes (Alpha Legion)..... +2
 Legiones Astartes (Blackshields)..... +1

MISSION 1 – HUNTER/HUNTED

"It is notable that in all these bitter wars we fought far from the eyes of the great lords, we were rarely forced to suffer the presence of witnesses or remembrancers. We were our own witnesses, accountable only to our own consciences, and that fact above all others dictated the nature and the outcome of our battles."

Legionary Sethanic, Legiones Astartes Imperial Fists

In this mission, two rival groups of outcast Legiones Astartes are stalking one another far from the frontlines of Mankind's galactic civil war. This deadly game of hunter and hunted has switched back and forth numerous times, but now the two mortal foes close upon one another, each seeking to strike the killing blow and thereby win the Shadow War.

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Set up terrain for the battlefield.
- Determine the deployment map.
- Determine Warlord Traits and Psychic Powers.
- Before the game begins, both players should divide their forces into two roughly equal groups based on the number of units (but not including player-owned fortifications). They must then decide which of these two forces is to be their Hunter force and which is to be their Reserve. This arrangement represents each force fielding a vanguard of hunters to locate and isolate the enemy's own hunters so that their main body can be brought to bear.

DEPLOYMENT

- Make a Shadow War roll-off as described on page 175. The winner may decide that the Night Fighting special rule is in play for the first D3 Game Turns. This special rule takes precedence over any other ability a force might have to impose Night Fighting on a mission, such as the Night Lords Cover of Darkness special rule.
- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their Hunter force, as well as any fortifications they possess into their deployment zone. The other half of their army remains in Reserve.
- The player who is deploying second then deploys their Hunter force, as well as any fortifications they possess into their deployment zone. The remainder of their army is held in Reserve.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the Warhammer 40,000 rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the Warhammer 40,000 rulebook).

GAME LENGTH

The game lasts for six turns.

VICTORY CONDITIONS

Primary Objectives

Death Toll: At the end of the game, each side gains 1 Victory point for each unit they have destroyed or that is Falling Back at the end of the game.

Mortal Blow: A unit entirely wiped out on the turn it arrives from Reserves is worth an additional Victory point to the other side.

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point (in addition to points earned through other objectives).

Execution: Each enemy unit wiped out by a Sweeping Advance earns the side that wiped them out an additional Victory point.

MISSION SPECIAL RULES

- Reserves (see the Warhammer 40,000 rulebook)
- Night Fighting (see the Warhammer 40,000 rulebook)

MISSION 2 – BAD BLOOD

“Vengeance is mine.”

The Apocrypha Terra

In this mission, one side seeks the death of a specific member of the rival force, perhaps sworn to right some terrible wrong, avenge betrayal, fuelled by irrational hatred or else in pursuit of some vital strategic objective.

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Set up terrain for the battlefield.
- Determine the deployment map.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Make a Shadow War roll-off as described on page 175. The winner may choose to be the Attacker or the Defender.
- The Defender selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserves, into their deployment zone.
- The Attacker then deploys their entire force, including any fortifications they possess, except for any units placed in Reserves, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the Warhammer 40,000 rulebook.
- The Attacker writes down the identity of a single Independent Character or Character in the enemy force. In the event that no such models are present (if facing a Questoris Knight Household, for example), the Attacker may target any model in the enemy army they wish. The identity of this ‘Priority Target’ is kept secret and only revealed at the end of the game when Victory points are tallied.

FIRST TURN

The Attacker has the first turn, unless the Defender can Seize the Initiative (see the Warhammer 40,000 rulebook).

GAME LENGTH

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

VICTORY CONDITIONS

Primary Objectives

Death Toll: At the end of the game, each side gains 1 Victory point for each enemy unit they have destroyed or that is Falling Back at the end of the game.

Priority Target: Slaying the Priority Target earns the Attacker an additional D3 Victory points. If the Priority target is still alive at the end of the game, the Defender earns D3+3 Victory points.

Secondary Objectives

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

Execution: Each enemy unit wiped out by a Sweeping Advance earns the side that wiped them out an additional Victory point.

MISSION SPECIAL RULES

- Reserves (see the Warhammer 40,000 rulebook)
- Night Fighting (see the Warhammer 40,000 rulebook)

MISSION 3 – DENIAL

"The strong must be strongest alone, and take their strength from the weak."

Ancient Proverb

In the Denial mission, one force has located a resource of great value to the ongoing Shadow War, but in order to claim this prize for themselves must turn at bay to defend it from a rival force following close on their heels.

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Set up terrain for the battlefield.
- Determine the deployment map.
- Make a Shadow War roll-off as described on page 175. The winner may choose to be the Defender or the Attacker.
- The Attacker nominates a single item of terrain that is in neither side's deployment zone as the objective. If there are no suitable pieces of terrain in this area, the player may choose to place an additional item, or instead place an Objective marker.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- The Defender chooses their deployment zone and deploys their entire force, including any fortifications they possess, into their deployment zone. The Defender may not hold any units in Reserve, apart from units that can only be deployed in this manner (such as Drop Pods).
- In addition to the above, the Defender may deploy one of their units within 6" of the chosen objective, so long as no models in the unit are deployed within 12" of an enemy model or inside the enemy deployment zone. If this condition cannot be met, this option is unavailable.
- The Attacker then deploys their entire force, including any fortifications they possess, except for any units placed in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the Warhammer 40,000 rulebook.

FIRST TURN

The Attacker has the first turn, unless their opponent can Seize the Initiative (see the Warhammer 40,000 rulebook).

GAME LENGTH

Game length is determined using the Random Game Length rule (see the Warhammer 40,000 rulebook).

VICTORY CONDITIONS

Primary Objectives

Spoils of War: The side that controls the objective at the end of the game gains 5 Victory points. If neither side controls it, the result is a draw.

Secondary Objectives

None.

MISSION SPECIAL RULES

- Reserves (Attacker only) (see the Warhammer 40,000 rulebook)



MISSION 4 – SUICIDE MISSION

"There comes a time when every commander must consider his warriors not as men but as materiel, and when it comes, it is his duty to spend those lives to the greatest possible effect. Each of us know and accept this fact, whatever our rank or station."

Strike-Marshall Halkus Fin, Legiones Astartes Raven Guard

In this mission, one side has been presented with an unprecedented strategic opportunity or is attempting to capture an objective so critical to their goals that the lives of their warriors themselves are considered secondary to its success.

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Set up terrain for the battlefield.
- Determine the deployment map.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Make a Shadow War roll-off as described on page 175. The winner may choose to be the Attacker or the Defender.
- The Defender selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The Attacker then deploys their entire force, including any fortifications they possess, except for any units placed in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

FIRST TURN

The Defender has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

Game length is determined using the Random Game Length rule (see the *Warhammer 40,000* rulebook).

VICTORY CONDITIONS

Primary Objectives

The Bloody Ground: At the end of every Game Turn, the Attacker earns a single Victory point for every one of their scoring units entirely within the enemy's deployment zone. A running total of Victory points scored in this manner is kept and added together at the end of the game.

Harvest of Foes: At the end of the game, the Defender gains 2 Victory points for each of the Attacker's units they have destroyed or that is Falling Back at the end of the game.

Secondary Objectives

Demonstration of Power: Each enemy Character killed in a Challenge earns the side that killed them an additional Victory point.

Execution: Each enemy unit wiped out by a Sweeping Advance earns the side that wiped them out an additional Victory point.

MISSION SPECIAL RULES

- Reserves (see the *Warhammer 40,000* rulebook)



MISSION 5 – CHALLENGE

"To look my foe in the eye as my hand closes about his throat, to see the light dwindle in his eyes at the very moment he perceives his utter defeat – that for me is the true and only definition of victory."

Assault Sergeant Rahnka Hax, Legiones Astartes World Eaters

The ongoing and mutual hatred between two leaders of opposed outcast forces has reached such an intense pitch that only the annihilation of one at the hands of the other will satisfy their need for blood and vengeance.

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Set up terrain for the battlefield.
- Determine the deployment map.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Make a Shadow War roll-off as described on page 175. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units placed in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the Warhammer 40,000 rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the Warhammer 40,000 rulebook).

GAME LENGTH

This mission lasts for six turns.

VICTORY CONDITIONS

The main aim of both leaders in this mission is to slay the other, preferably by their own hand.

Primary Objectives

By My Own Hand: Should one side's Warlord slay the other side's Warlord, that side wins the game regardless of any Secondary Objectives. To qualify, the Warlord must have been removed as a casualty as a direct result of the other Warlord's ranged or close combat attack, or lost a Sweeping Advance to their unit. Note that it may be necessary to roll the Warlord's attacks separately if they and/or the other Warlord are part of another unit.

If (and only if) the above condition is not met, Secondary Objectives are used to determine the victor.

Secondary Objectives

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

Demonstration of Power: Each enemy Character killed in a Challenge earns the side that kills them an additional Victory point.

Glorious Stand: As described earlier in this book, should one side in this mission be drawn from the Knights Questoris army list and the other from a different army, the non-Knights side has the option to re-roll which mission is played. Should the non-Knights side not take this option and decide to rise to the occasion, they earn an additional D3 Victory points in the event that Secondary Objectives are used to determine the winner.

MISSION SPECIAL RULES

- Reserves (see the Warhammer 40,000 rulebook)

MISSION 6 – THE NOOSE

“Here I shall stand; here I shall die.”

Ch. V, Vs II, The Feast of Worms

After days or weeks of pursuit, one outcast force has finally cornered its most hated enemy. The defenders know that if they cannot escape the rapidly closing noose, the reinforcements following on their pursuers' heels will overwhelm them. The only option is to smash through the enemy's lines while they still can, and thereby live to fight another day.

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Set up terrain for the battlefield.
- Determine the deployment map.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Make a Shadow War roll-off as described on page 175. The winner may choose to be the Attacker or the Defender.
- The Defender chooses whether to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units placed in Reserve, into their deployment zone.
- After both armies are deployed but before rolling to Seize the Initiative, the Defender indicates a single point on the Attacker's table edge and marks this point using a token or marker. This point represents the Defender's Escape Point, as detailed under the mission's Primary Objectives.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the Warhammer 40,000 rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the Warhammer 40,000 rulebook).

GAME LENGTH

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

VICTORY CONDITIONS

Primary Objectives

Slip the Noose: The Defender's objective in this mission is to reach the Escape Point by which their army will evade the rapidly encircling enemy force. At the end of the game, the Defender is awarded 2 Victory points for every scoring unit that is entirely within 12" of the Escape Point marker.

The Attacker's objective is to cut off withdrawing forces, and so for each of the Defender's units (scoring or otherwise) that end the game more than 24" from the Escape Point marker, the Attacker earns 1 Victory point.

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

MISSION SPECIAL RULES

- Night Fighting (see the Warhammer 40,000 rulebook)
- Reserves

